

# CLASS AND OBJECTS

# create object

A1 = <CLASS>.new(parameters)

## ~ Definition

CLASS <Name>  
Attributes

end

By default  
CLASS is private

## ~ Creation

VAR = <CLASS\_NAME>.new

VAR.AT

VAR.OTHER\_AT

```
class Aluno
  @name
  @age

  def change_name(name)
    @name = name
  end

  def change_age(age)
    @age = age
  end

  def show_name()
    @name
    # or @name
  end

  def show_age()
    @age
  end
end

a1 = Aluno.new

a1.change_name("Marcos")
a1.change_age(19)
```

} Creating attribute

} Creating method to set this attributes

} Creating methods to show this attributes

→ create a object

} Assignment name/age to object

## ↓ Shortcut

Attr\_ACCESSOR : var, :var <sup>inside class</sup>

var = <CLASS>.new

var.AT

Attr\_ACCESSOR → read and write

Attr\_reader → just read

## ↓ Better way

Attr\_reader <sup>inside class</sup>  
:name, ...  
↓  
def initialize(parameters) <sup>constructor method</sup>  
 @name = parameter  
end

# out class